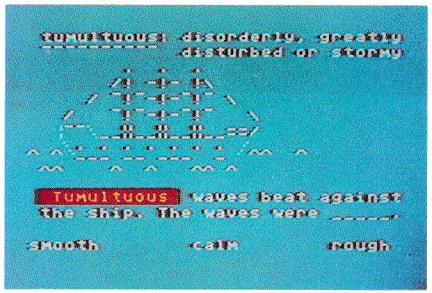
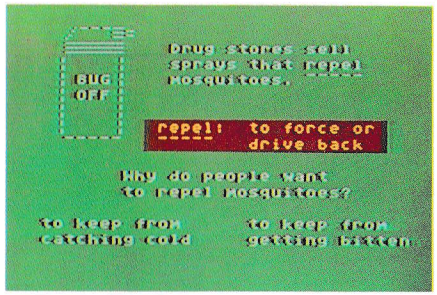
DORSETT EDUCATIONAL SYSTEMS, INC.
P.O. BOX 1226
NORMAN, OKLAHOMA 73070

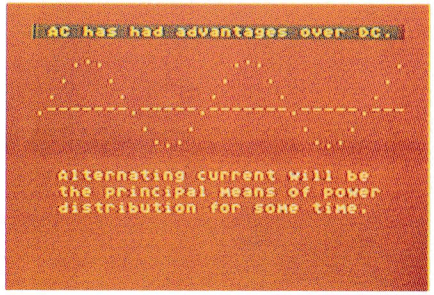
TO:



- Computer assisted learning for classroom or individual use
- Over 1,000 programs available
- Tried and proven educational methods

- Audio and visual content designed to heighten interest
- Programs include Kindergarten through Grade 12 as well as university level, technical and adult educational courseware.


BUG OFF
Drug stores sell sprays that repel mosquitoes.
repel: to force or drive back
Why do people want to repel mosquitoes?
to keep from catching cold
to keep from getting bitten



DORSETT
Educational Systems, Inc.

P.O. Box 1226, Norman, OK 73070
(405) 288-2301

TOLL FREE 1-800-654-3871
IN OKLAHOMA, CALL (405) 288-2301

Letter from Dorsett Educational Systems

We're excited! Why? Because we can offer you the largest selection of quality educational programs for use with computers on the market today! Programs that appeal to the student just entering school as well as the working adult. Of course, most programs in this catalog can be used in schools, but we believe your quest for knowledge does not end when you leave school. So when you wish to continue your education you will find a subject of interest from Dorsett Educational Systems, whether it's a refresher course in Algebra or Spelling, or a first-time excursion into the works of Shakespeare. Our years of experience, our top-notch, well-qualified staff guarantee you that the programs you buy from Dorsett will meet your expectations. We believe that once you see the diverse and in-depth programs we have to offer, you will decide to use Dorsett Educational Systems to help in your self-development and teaching activities. We are confident you will find our programs an invaluable educational tool.

Sincerely,

Loyd Dorsett
President Dorsett Educational Systems, Inc.

DORSETT EDUCATIONAL SYSTEMS, INC. General Information

Dorsett Teaching Systems

Our lives have been profoundly affected by technology, yet, until recently, technology has made a limited contribution to actual instruction. With the development of the microcomputer new opportunities for learning exist, opportunities to which Dorsett Educational Systems, a leader in interactive audiovisual learning technology since 1957, has devoted its efforts. These efforts have led Dorsett to design and produce quality educational systems that meet both the cost-effective and instructional-effective needs of the market. Systems developed by Dorsett include the "Talk & Teach" series for Atari, the "Talk/Tutor" series for Radio Shack, and the "Talk/Tutor" series for Apple, as well as other programs Dorsett has marketed exclusively for several years.

General Information Section

Over 1,000 Tutorial Programs Offered

Dorsett has assembled the most extensive library of CAI (Computer Assisted Instruction) available from one source today. And the library continues to grow. Currently, 64 courses of 16 chapter-long programs each (1,024 programs) are offered. Every course is designed to assist the exceptionally fast learner and to concentrate learning habits for the slow learner. Programs may also be used by individuals who wish to pursue knowledge in various fields of study.

How the Programs Work

An expert staff of researchers, writers, and programmers have prepared each program featuring easy-reading upper- and lower-case lettering, frequent graphics composed of special and regular characters and full-time audio narration by professional announcers. Each course is designed around the interactive learning principle: That is, a student is periodically asked to respond to a question in the program by selecting a multiple-choice answer as the lesson progresses. An incorrect response causes an audible "error" tone, while a correct response advances the visual image and the lesson continues. Each program takes about thirty minutes to complete; however, students may work at their own pace since comprehension is more important than speed.

Materials Needed

For your Apple II, you will need the Dorsett M402 T/T plug-in board, $99.00, and the M401 stereo cassette player, $79.00. For your Atari 400/600/800/1200, you will need the Atari cassette recorder and the Dorsett 4001 Educational Master Cartridge, $9.95. All programs listed are available for TRS 80, I/III/4, which require the M203 speaker converter, $99.00, and 401 stereo cassette player, $79.00.

How to Order

A 16-program course comes as 8 cassettes containing 2 programs each. When ordering specify which program(s) you want by indicating the catalog letters and number. For example, to receive one spelling cassette with two programs, order Sp 1-2. To receive the entire 16-program course, order Sp 1-16. Each cassette is $8.80. A complete 16-program course is only $59.90. Sixteen study booklets and 32 pre-post tests with overlay are $15.95 for each series. Send check, money order or purchase order to Dorsett Educational Systems, Inc. or call us, toll free, at **1-800-654-3871** (in Oklahoma 405-288-2301). Prices do not include shipping or handling.

Atari is a trademark of Atari, Inc.

TRS-80 is a trademark of Radio Shack, A Tandy Corp.

Apple is a trademark of Apple Computer, Inc.

LANGUAGE ARTS

The Language Arts Programs aid students in comprehension and development of communication skills. In the Reading Development series, each program introduces 20 to 30 new words in context, with definitions.

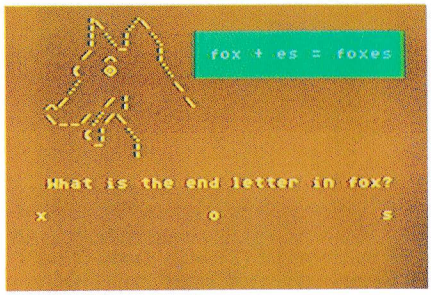
Reading Comprehension[C] (2-4)

Ab 1	The Story of Boo
Ab 2	The Horse Gentler
Ab 3	Edward P. McCabe: Pioneer
Ab 4	Our Dog Skippy
Ab 5	Egor, the Missing Boa
Ab 6	The Electric Car
Ab 7	Althea Gibson, Tennis Champ
Ab 8	The Chickasaw Nation
Ab 9	The Ghost of Raymond Hill
Ab 10	The Train Set
Ab 11	Sleep: The Body's Mystery
Ab 12	The Buffalo Soldiers
Ab 13	The Great Ostrich Race
Ab 14	Basketball Magicians
Ab 15	Lost Gold
Ab 16	Grandma's World

Reading Comprehension[III/C] (4-6)

Cd 1	Leah's House
Cd 2	Sacajawea
Cd 3	The Star Travellers[C]
Cd 4	Wyoming Journal
Cd 5	The Deep Blue Caper[C]
Cd 6	Recovery
Cd 7	Surfing
Cd 8	Continental Drift
Cd 9	Adventurer
Cd 10	The Great One
Cd 11	The Year of the Artist
Cd 12	Aaron Burr
Cd 13	The Heroic Age
Cd 14	Civil War Soldier
Cd 15	Jelly Roll
Cd 16	The Inventor

All Programs Feature Full Time Audio Voice Narration.



Spelling[C] (4-6)

Sp 1	Plurals: branches, rodeos, valleys
Sp 2	Plurals: houses, brushes, candies
Sp 3	Plurals: babies, pianos, leaves
Sp 4	Suffixes: boxed, referred, writing
Sp 5	Suffixes: paid, quickly, extremely
Sp 6	Suffixes: said, confusion, school's
Sp 7	Homonyms: two, too, to; their, there
Sp 8	Homonyms: our, are, hour; ate, eight
Sp 9	Homonyms: weight, wait; who's, whose
Sp 10	Homonyms: scent, cent; sell, cell
Sp 11	Homonyms: dew, due; course, coarse
Sp 12	Homonyms: cite, site, sight; by, buy
Sp 13	Homonyms: blue, blew; creek, creak
Sp 14	Homonyms: sale, sail; steel, steal
Sp 15	Spelling by Syllables: letter, color
Sp 16	Doubling Consonant Letters: hollow

Reading Development[C] (K-1)

A beginning series to develop word attack skills.

T 1	ant, bat, cat, dog, elephant, etc. Letters, sounds, vowels - Aa-Ee
T 2	feather, girl, horse, Indian, jug, etc. Letters, sounds, vowels - Ff-Jj
T 3	Kite, leaf, man, nurse, ox, etc. Letters, sounds, vowels - Kk-Oo
T 4	pear, queen, rabbit, sail, turtle, etc. Letters, sounds, vowels - Pp-Tt
T 5	umbrella, violin, wagon, yawn, zebra, etc. Letters, sounds, vowels - Uu-Zz
T 6	it, in, is, if, etc.
T 7	pin, pit, fit, fin, etc.
T 8	hit, sit, lit, his, tin, him, etc.
T 9	as, has, an, lap, pal, etc.
T 10	pat, nap, sat, fat, hat, etc.
T 11	men, let, ten, pen, net, hen, etc.
T 12	set, met, pet, left, went, held, etc.
T 13	sent, felt, on, can, did, etc.
T 14	hot, dad, sad, had, top, hid, etc.
T 15	and, pond, end, band, send, etc.
T 16	but, up, us, put, run, red, etc.

(The Tt series contains 14 programs on 7 cassettes)[C]

Tt 1	sun, ran, bad, fun, led, etc.
Tt 2	desk, gum, leg, tag, wig, win, etc.
Tt 3	milk, kept, went, wind, kill, will, etc.
Tt 4	less, egg, fill, hill, well, bell, etc.
Tt 5	by, my, fly, just, fast, stand, etc.
Tt 6	best, must, most, rest, cost, past, etc.
Tt 7	plan, class, plant, flag, sled, clap, etc.
Tt 8	slip, drip, drop, print, grin, don't, etc.
Tt 9	own, show, grow, low, snow, blow, etc.
Tt 10	bench, chin, dish, bush, push, wing, etc.
Tt 11	this, then, them, three, think, thing, etc.
Tt 12	fourth, bath, there, sick, kick, rock, etc.
Tt 13	back, neck, over, follow, protect, etc.
Tt 14	puppet, hidden, butterfly, satisfy, etc.

[C]Also available for TRS 80 Color Computer

[III]Also for TRS I/III (no audio)

LANGUAGE ARTS (continued)

Six series of programs, each introducing you to 20 to 30 new words in context, will familiarize you with their definitions as well as their synonyms.

Level 1-2

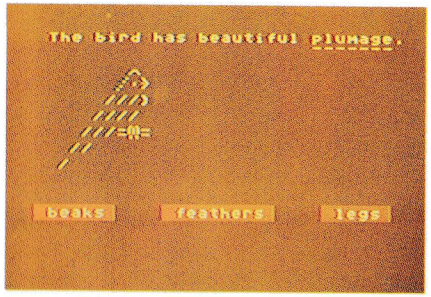
U 1 about, bear, if, some they, when, etc.
U 2 boy, down, little, much, paid, etc.
U 3 because, box, four, girl, school, etc.
U 4 also, high, leave, only, own, sure, etc.
U 5 ate, does, eight, jump, woman, etc.
U 6 close, clothes, might, pair, sister, etc.
U 7 children, shoes, store, story, suit, etc.
U 8 answer, course, half, receive, Mr., etc.
U 9 certain, distance, follow, month, etc.
U 10 afternoon, beautiful, church, cry, etc.
U 11 baby, body, die, important, will, etc.
U 12 aunt, condition, continue, music, etc.
U 13 bicycle, crawl, elevator, fruit, soft, etc.
U 14 band, bang, bright, burn, clock, etc.
U 15 afraid, babies, bounce, carrier, etc.
U 16 lake, leaves, library, stairs, weight, etc.

Level 3-4[C]

V 1 ancestor, know, musician, office, etc.
V 2 argued, captured, faint, punish, etc.
V 3 ancient, anxious, elegant, etc.
V 4 announcement, exercise, spider, etc.
V 5 accident, instrument, prayer, etc.
V 6 anger, explanation, opinion, etc.
V 7 article, duty, expert, language, etc.
V 8 celebration, defense, rejoice, etc.
V 9 bushel, efforts, harvest, rustle, etc.
V 10 clumsy, disgust, endurance, etc.
V 11 ability, famous, prompt, trench, etc.
V 12 adobe, cautious, collie, pasture, etc.
V 13 darken, generous, pierce, seldom, etc.
V 14 amazed, equipment, necessity, etc.
V 15 conquer, dough, liquid, operate, etc.
V 16 ashes, craters, disaster, fountain, etc.

Level 5-6

W 1 announce, chauffeur, fabric, etc.
W 2 camouflage, conspicuous, ostrich, etc.
W 3 alga, encrust, prehensile, etc.
W 4 captive, meadow, wilderness, etc.
W 5 brilliant, earth, icicle, pillars, etc.
W 6 atmosphere, cease, exit, etc.
W 7 abandon, geography, perilous, etc.
W 8 ceremony, crystal, myth, rely, etc.
W 9 agreement, error, hesitation, etc.
W 10 automatic, evidence, helmet, etc.
W 11 abundant, artificial, genuine, etc.
W 12 astronomer, civilize, curse, etc.
W 13 anxiety, condemn, essential, etc.
W 14 advertising, characteristic, etc.
W 15 cavity, contribute, fuel, major, etc.
W 16 bacteria, drug, fatigue, virus, etc.



All Programs Feature Full Time Audio Voice Narration.

Level 7

X 1 artillery, demarcation, haphazard, etc.
X 2 acknowledge, commotion, escort, etc.
X 3 amend, cordial, intrigue, lecture, etc.
X 4 friction, mesh, precede, survey, etc.
X 5 appoint, elapsed, felled, infuriate, etc.
X 6 deport, elaborately, glint, novel, etc.
X 7 deem, furtive, limpid, scanty, etc.
X 8 hesitate, inconvenience, mingle, etc.
X 9 aromatic, gnarled, ledge, park, etc.
X 10 angelic, belated, monotonous, etc.
X 11 arid, circulate, evaporation, etc.
X 12 archaeologist, document, etc.
X 13 aloft, ascension, ballast, value, etc.
X 14 debris, dilapidated, phenomena, etc.
X 15 bachelor, comprehend, eclipse, etc.
X 16 advisory, demolish, legislative, etc.

Level 8

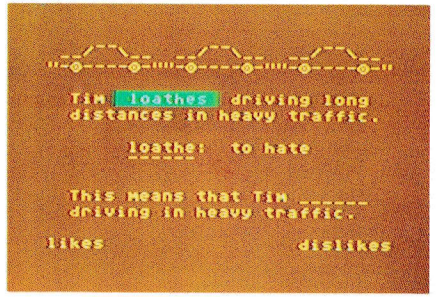
Y 1 abnormal, deficiency, optical, etc.
Y 2 contaminate, extinguish, etc.
Y 3 authentic, discriminating, etc.
Y 4 barter, charter, dilemma, etc.
Y 5 affirm, budget, substantial, etc.
Y 6 advocated, nourish, prophecy, etc.
Y 7 abbreviate, annex, marooned, etc.
Y 8 adjacent, copyright, incentive, etc.
Y 9 abolish, diminish, infuriate, etc.
Y 10 analysis, biased, effective, evasive, etc.
Y 11 adhere, evacuate, excel, meager, etc.
Y 12 adjourn, caress, evade, obstruct, etc.
Y 13 appalled, dejectedly, futile, etc.
Y 14 adept, canvass, exterminate, etc.
Y 15 adrift, clarify, deduct, illegal, etc.
Y 16 antiseptic, debris, masquerade, etc.

[C]Also available for TRS 80 Color Computer

LANGUAGE ARTS (continued)

Level 9-10

Z 1 bayonet, complex, idolize, indigo, etc.
Z 2 boon, diverted, itemize, nominate, etc.
Z 3 allot, chaste, insulate, monastery, etc.
Z 4 accomodation, circuit, maintenance, etc.
Z 5 abate, acclimate, adage, adherent, etc.
Z 6 absorption, bewildered, exerts, piling, etc.
Z 7 abstract, agitation, amplify, etc.
Z 8 accentuate, alleviate, annihilate, arid, etc.
Z 9 belligerent, biennial, caliber, coalition, etc.
Z 10 caste, celestial, compulsory, conversion, etc.
Z 11 catalyze, contemplate, diction, duct, etc.
Z 12 dauntless, dobonair, decrepit, disband, etc.
Z 13 dehydrate, denounce, deter, disheveled, etc.
Z 14 elongate, emitting, enunciate, explicit, etc.
Z 15 famished, feint, flair, forthright, fray, etc.
Z 16 genetics, glutenous, harmonized, hybrid, etc.


Tim loathes driving long distances in heavy traffic.
loathe: to hate
This means that Tim _____ driving in heavy traffic.
likes
dislikes

All Programs Feature Full Time Audio Voice Narration.

Phonics[C]

PART I

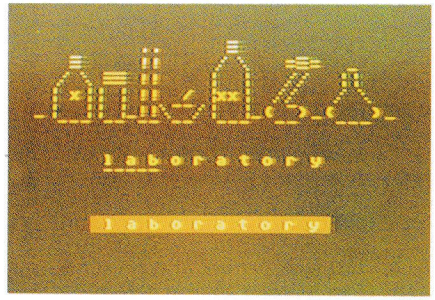
AdP 1 Consonants: P, N, T, and M
AdP 2 Consonants: C, S, D, and K
AdP 3 Consonants: H, R, G, and B
AdP 4 Consonants: F, L, J, and W
AdP 5 Consonants: V, Q, X, Z, and Y
AdP 6 Vowels: A, E, I, O, and U
AdP 7 Vowel Sounds I
AdP 8 Vowel Sounds II
AdP 9 Consonant Sounds: N, M, P, T
AdP 10 Final Sounds I
AdP 11 Final Sounds II
AdP 12 Final Sounds III
AdP 13 Short Words: Two-letter Sounds I
AdP 14 Short Words: Two-letter Sounds II
AdP 15 Sight Words
AdP 16 Story: The Car in the Pit

PART II

AdP 17 Digraphs
AdP 18 Three-letter Sound Combinations
AdP 19 Three-letter Sound Combinations
AdP 20 Story: Joe and Don
AdP 21 Two and Three-letter S Blends
AdP 22 L and R Blends
AdP 23 Contractions and Four-letter Patterns
AdP 24 Vowels Changed by L and R
AdP 25 Vowels Changed by W and Y
AdP 26 Long Vowels: I and U
AdP 27 Long Vowels: O and E
AdP 28 Long Vowel: A
AdP 29 More Long Vowel Patterns
AdP 30 Soft C and G
AdP 31 Two-Vowel Patterns I
AdP 32 Two-Vowel Patterns II

U/ES Spanish / English

1 about, some, they, when, you
2 down, much, paid, were, who
3 because, four, girl, mother
4 also, high, leave, only, own, sure
5 ate, does, jump, woman, yellow
6 close, might, pair, sister, year
7 children, shoes, store, story, true
8 answer, course, half, receive
9 certain, distance, follow, picture
10 beautiful, finish, cry, afternoon
11 baby, die, important, toward, will
12 condition, continue, result
13 bicycle, crawl, elevator, fruit, soft
14 bang, bright, burn, early, clock
15 afraid, bounce, carries, dance
16 leaves, library, stairs, threw, weight



[C]Also available for TRS 80 Color Computer

LANGUAGE ARTS (continued)

English as a Second Language[C]

For instructing Hispanics, Vietnamese, Koreans and others in the English Language.

ESL 1 English Lesson I: Persons and Objects
ESL 2 English Lesson II: Simple Words
ESL 3 Letters and Words
ESL 4 Parts of the Body
ESL 5 Sight and Sound Words
ESL 6 Morning, Noon, Night
ESL 7 Objects and Colors
ESL 8 Dan's Family
ESL 9 Look and Listen
ESL 10 A Lesson on Time
ESL 11 Months and Seasons
ESL 12 A Visit to the Doctor
ESL 13 Ted Goes Outside
ESL 14 Short Sentences
ESL 15 Vowel Sounds
ESL 16 Going on a Trip
ESL 17 Greetings
ESL 18 Vowel Sounds
ESL 19 Questions, Statements
ESL 20 More Vowel Sounds
ESL 21 More Questions, Statements
ESL 22 Adjectives, Adverbs
ESL 23 Action Verbs
ESL 24 Conversation
ESL 25 Present Tense
ESL 26 Past Tense
ESL 27 Currency, Banking
ESL 28 Future Tense
ESL 29 Short Sentences
ESL 30 The Big Test
ESL 31 Studying Hard
ESL 32 Longer Sentences

Vocational Vocabulary

Vz 1 Carpenter, implement, rebuild, unfit
Vz 2 Cabinet, dimension, girders, link
Vz 3 Biscuit, crust, seep, vapor, bon bon
Vz 4 Dough, sliced, crush, consumption
Vz 5 Adorn, chamber, modern, drab
Vz 6 Designer, fabric, textile, exquisite
Vz 7 Bushel, grain, nitrogen, troublesome
Vz 8 Attendant, hoist, install, courteously
Vz 9 Medicine, judgment, scientific, brief
Vz 10 Cell, drugs, fatal, invalid, vaccination
Vz 11 Injure, aid, misfortune, calamity
Vz 12 Duty, violence, elude, surrender
Vz 13 Fountain, irrigate, maze, industrious
Vz 14 Disease, avoid, cure, antiseptic
Vz 15 Mechanic, device, adequate, chance
Vz 16 Arid, humidity, commercial, insert

Great Classics[III]

(A Reading Comprehension series, Level 6-8)

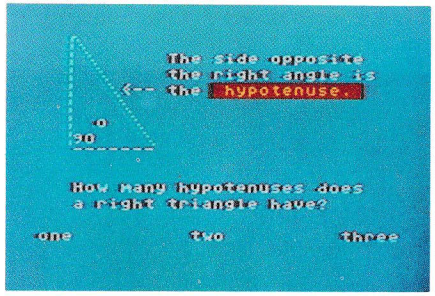
Cl 1 Julius Caesar
Cl 2 Macbeth
Cl 3 Ivanhoe
Cl 4 The Grapes of Wrath
Cl 5 Mutiny on the Bounty
Cl 6 A Tale of Two Cities
Cl 7 Robinson Crusoe
Cl 8 Last of the Mohicans
Cl 9 Moby Dick
Cl 10 David Copperfield
Cl 11 Don Quixote
Cl 12 The War of the Worlds
Cl 13 The Three Musketeers
Cl 14 20,000 Leagues Under the Sea
Cl 15 The Red Badge of Courage
Cl 16 Treasure Island

MATHEMATICS

These programs cover the broad spectrum of mathematics taught in schools today. Each program clearly demonstrates the theories of math applicable to each grade level. Visual effects allow the student to develop an understanding of the principles applied.

Vm-Selected Mathematics

Mf 7 Multiplication-division by fractions
Mf 8 Addition-subtraction of fractions
Mf 9 Addition of mixed numbers
Mf 10 Changing fractions to decimals
Mf 15 Finding circle area using pi
Mf 16 Using a ruler to measure fractions
Mg 5 Area of triangles
Mg 6 Squares of small numbers, roots
Mg 15 Radius and diameter of circles
Mg 16 Volume of cylinders and prisms
Mp 5 Changing fractions to decimals
Mp 6 Rounding decimals, dollars, cents
Mp 7 Changing percent to decimal fractions
Mp 8 Part, percent, total in percent
Mr 15 Interest, commission, percent
Mr 16 Money and fractions



All Programs Feature Full Time Audio Voice Narration.

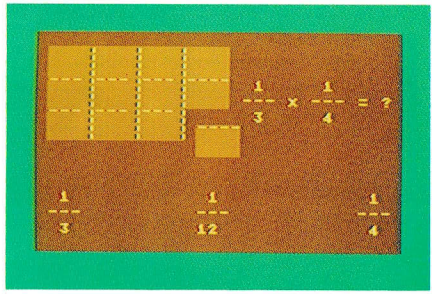
[C]Also available for TRS 80 Color Computer

[III]Also for TRS I/III (no audio)

MATHEMATICS (continued)

Level 1-6 Numbers [C]

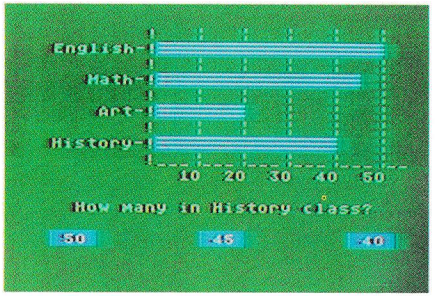
Mn 1 Learning number digits
Mn 2 Learning number meanings
Mn 3 Fundamental drills in addition
Mn 4 Fundamental drills in subtraction
Mn 5 Drills in multiplication
Mn 6 Fundamental drills in division
Mn 7 Greek and Roman numeration
Mn 8 Babylonian and Hindu-Arabic
Mn 9 Base ten raised to powers
Mn 10 Grouping and re-grouping
Mn 11 Lines and angles: naming, adding
Mn 12 Triangles, squares, rectangles, circles
Mn 13 Fractions: equal and unequal parts
Mn 14 Fractions: equal parts of a whole
Mn 15 Writing and comparing fractions
Mn 16 Naming, defining parts of fractions



All Programs Feature Full Time Audio Voice Narration.

Level 4-8 Fractions[C]

Mf 1 Numerator, denominator, bar
Mf 2 Multiplication of fractions
Mf 3 Factors and prime numbers
Mf 4 Reducing fractions, reciprocals
Mf 5 Reducing fractions, lowest terms
Mf 6 Proper fractions, mixed numbers
Mf 7 Multiplication-division of fractions
Mf 8 Addition-subtraction of fractions
Mf 9 Additon of mixed numbers
Mf 10 Changing fractions to decimals
Mf 11 Converting decimal numbers
Mf 12 Word problems using percents
Mf 13 Additional problems using percents
Mf 14 Word problems using percents
Mf 15 Finding circle area using pi
Mf 16 Using a ruler to measure fractions



Level 4-6 Measurements

Mm 1 Reading line graphs [C]
Mm 2 Reading double line graphs [C]
Mm 3 Understanding single bar graphs [C]
Mm 4 Understanding double bar graphs [C]
Mm 5 Interpreting picture graphs
Mm 6 Interpreting circle graphs
Mm 7 Estimating distances: pace, height
Mm 8 Estimating distances: foot, span
Mm 9 Estimating weights of objects
Mm 10 Telling time by hours, A.M., P.M.
Mm 11 Telling time by minutes
Mm 12 Telling time - story problems
Mm 13 Time zones - differences between
Mm 14 Elapsed time in minutes, seconds
Mm 15 Fractional, percentage circle graphs
Mm 16 Circle and bar graphs from data

[C]Also available for TRS 80 Color Computer

MATHEMATICS (continued)

Level 5-12 Percents/Decimals[C]

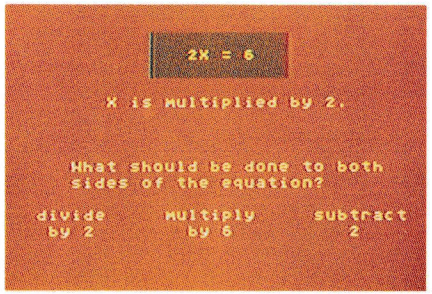
Mp 1 Decimal and fractional equivalents
Mp 2 Place values of decimal point
Mp 3 Addition-subtraction of decimals
Mp 4 Multiplication of decimals
Mp 5 Changing fractions to decimals
Mp 6 Rounding decimals, dollars, cents
Mp 7 Changing percent to decimal fractions
Mp 8 Part, percent, total in percent
Mp 9 Solving for a missing percent value
Mp 10 Reciprocals in simple equations
Mp 11 Percent of one number to another
Mp 12 Interest on money, Part 1, principal
Mp 13 Part 2, interest formula, installment
Mp 14 Part 3, discounted-installment interest
Mp 15 Part 4, comparing interest
Mp 16 Part 5, simple interest on savings

Level 6-12 Money Problems[C]

Mr 1 Basic arithmetic problems
Mr 2 Computations with currency
Mr 3 Fraction and percent problems
Mr 4 Fractional, percent, interest
Mr 5 Percent and business problems
Mr 6 Currency and fractions
Mr 7 Fractions, decimals, percents
Mr 8 Fractions, business arithmetic
Mr 9 Discount, percent, fractions
Mr 10 Percent, interest, area
Mr 11 Fractions, time units, rates of speeds
Mr 12 Business and general problems
Mr 13 Operations and money problems
Mr 14 Business and general problems
Mr 15 Interest, commission, percent
Mr 16 Money and fractions

Level 6-12 Geometry

Mg 1 Equilateral, isosceles, right triangles
Mg 2 Formula for perimeter of triangles
Mg 3 Finding one side of a triangle
Mg 4 Side of an equilateral triangle
Mg 5 Area of triangles
Mg 6 Squares of small numbers, roots
Mg 7 Pythagorean theorem
Mg 8 3-4-5 and 5-12-13 right triangles
Mg 9 Estimating square roots
Mg 10 Perimeter of rectangles and squares
Mg 11 Finding one side of a rectangle
Mg 12 Area of rectangles and squares
Mg 13 Length, width, area of rectangles
Mg 14 Diagonals, interior angles of rectangles
Mg 15 Radius and diameter of circles
Mg 16 Volume of cylinders and prisms



All Programs Feature Full Time Audio Voice Narration.

Basic Algebra[C]

Ma 1 The Logic of Algebra
Ma 2 Algebraic equations
Ma 3 Solving equations
Ma 4 Operations with plus and minus
Ma 5 Working with sets
Ma 6 "AL-JEBR"
Ma 7 Algebraic fractions
Ma 8 Fractions and division
Ma 9 Solving problems with equations
Ma 10 Ratio, proportion and variation
Ma 11 Problems with two unknowns
Ma 12 Simultaneous equations
Ma 13 Exponents
Ma 14 Quadratic equations
Ma 15 More quadratics
Ma 16 Equations and trigonometry

Statistics

St 1 Frequency distributions, definitions
St 2 Graphs - frequency, histograms
St 3 Measures of central tendency
St 4 Measures of dispersion
St 5 Probability - general discussion
St 6 Probability - events
St 7 Probability distributions - functions
St 8 Binomial distribution - examples
St 9 Poisson distribution - examples
St 10 Normal distribution - properties
St 11 Normal distribution - to binomial
St 12 Other probability distribution
St 13 Tests of hypotheses - general
St 14 Tests of hypotheses - t-X^2 tests
St 15 Tests of hypotheses - t-F tests
St 16 Review of Statistics - summary

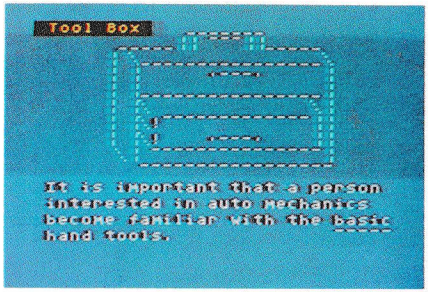
[C]Also available for TRS 80 Color Computer

VOCATIONAL SKILLS

Our vocational programs are employed by a variety of users. The step-by-step explanations and visual effects allow students to grasp the information given. When combined with the on-the-job training experience typical of vocational institutions, the learning process is quite thorough.

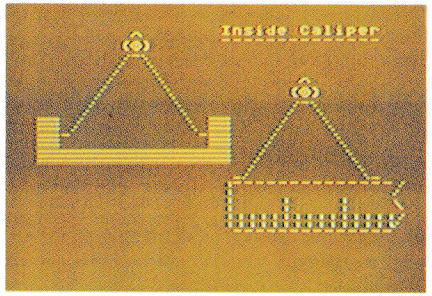
Auto Mechanics[III]

Ka 1 Checking out a used car
Ka 2 Overhauling the car's engine
Ka 3 Increasing the car's performance
Ka 4 Facts about the car's mechanism
Ka 5 Terms a mechanic uses
Ka 6 The car's electrical system
Ka 7 The Automobile Mechanic - Career
Ka 8 The Mechanic and His Tools
Ka 9 Safety in the shop; color code
Ka 10 The diagnostic center
Ka 11 Engine displacement in cubic inches
Ka 12 Converting to the metric system
Ka 13 Mileage - fuel performance
Ka 14 Computing changes and labor costs
Ka 15 Replacing a burned-out fuse
Ka 16 Credit interest, paycheck deductions



General Shop Practices[III]

Oa 1 Tool identification lesson, Part 1
Oa 2 Tool identification lesson, Part 2
Oa 3 Fasteners and hardware
Oa 4 Proper lubricant for small engines
Oa 5 Performing periodic services
Oa 6 Operation of the four-cycle engine
Oa 7 Discussion of a two-cycle engine
Oa 8 Use of micrometers and calipers
Oa 9 Measuring, marketing, cutting-metal
Oa 10 Soldering electrical connections
Oa 11 The acetylene torch, safety rules
Oa 12 Cutting and welding
Oa 13 Electric arc welding, terms, types
Oa 14 Unsafe situations, prevention
Oa 15 Employment hints
Oa 16 Discussion of business etiquette



All Programs Feature Full Time Audio Voice Narration.

Carpentry

Kc 1 Plans for building a house
Kc 2 Construction of a house
Kc 3 Framework and basic construction
Kc 4 Erect, close in-materials, elements
Kc 5 The trimwork on a house
Kc 6 Completing for occupancy
Kc 7 The Trade of Carpentry
Kc 8 The Carpenter and His Tools
Kc 9 Wood: The Basic Material
Kc 10 Safety on the job
Kc 11 Solving carpentry problems
Kc 12 Fractional and decimal values
Kc 13 Problems carpenters deal with
Kc 14 Linear measurements
Kc 15 Problems involving area
Kc 16 Board foot measurement - lumber

Construction

Oc 1 Construction site tools
Oc 2 Four kinds of masonry mortar
Oc 3 Making, setting, finishing concrete
Oc 4 Measuring and drafting tools
Oc 5 Orthographic and pictorial views
Oc 6 Construction terms defined
Oc 7 Nails, woodscrews illustrated
Oc 8 Wood, uses, dimension lumber
Oc 9 Power saws, electric drills
Oc 10 Plumbing terms, concepts, equip.
Oc 11 Installations of pipe and fittings
Oc 12 Painters, estimating amounts
Oc 13 Brushes, rollers, spray guns
Oc 14 Preparing wall and trim surfaces
Oc 15 Electricity - terms and components
Oc 16 Electrical wiring of a building

[III]Also for TRS I/III (no audio)

VOCATIONAL SKILLS (continued)

Mathematics for Electronics

Me 1 Arithmetic operations
Me 2 Using the slide rule
Me 3 Using electronic calculators
Me 4 "2 Percent Arithmetic"
Me 5 Negative numbers, notations
Me 6 Adding and subtracting fractions
Me 7 Roots and powers of numbers
Me 8 Powers of ten in electronics
Me 9 Equations and Formulas
Me 10 Operations with unknowns
Me 11 Making equations from statements
Me 12 Solving linear equations
Me 13 Solving simultaneous equations
Me 14 Solving quadratic equations
Me 15 Trigonometric functions
Me 16 Vector operations

Office Careers

Of 1 An office career
Of 2 The office assistant
Of 3 Handling communications
Of 4 Communications equipment
Of 5 Filing and indexing
Of 6 Duplicators and copiers
Of 7 Word processing equipment
Of 8 Postal and shipping
Of 9 Banking and legal duties
Of 10 Travel and conferences
Of 11 Spelling and grammar
Of 12 Business writing
Of 13 Writing reports
Of 14 Bookkeeping steps
Of 15 The business style
Of 16 Planning your career

Health Services Career

Hc 1 The medical team
Hc 2 The health professions
Hc 3 Helping patients
Hc 4 Human anatomy
Hc 5 Medical history
Hc 6 Extended care
Hc 7 Supplies and equipment
Hc 8 Sterilizing equipment
Hc 9 Using the microscope
Hc 10 Diagnostic tests
Hc 11 Blood tests
Hc 12 Injections
Hc 13 Electrocardiograms
Hc 14 Radiology
Hc 15 Medical specialties
Hc 16 Clear communications

SCIENCE & TECHNOLOGY

These programs are for those who desire to learn an occupation, as well as those seeking a better and more thorough understanding of areas in which they are currently working. Each course is designed to give novices as well as experts solid, factual information useful to them in their working situations.

Industrial Solid-State Electronics

Pl 1 Switches, relays, fuses, breakers
Pl 2 Transformers
Pl 3 Electric generators
Pl 4 Electric motors
Pl 5 Theory of semiconductors
Pl 6 Transistor operation
Pl 7 Transistor amplifiers
Pl 8 Electronic vacuum tubes
Pl 9 Transistor amplifier curves
Pl 10 SCR's, triacs, and zeners
Pl 11 Multi-vibrators
Pl 12 Boolean algebra
Pl 13 Gating circuits
Pl 14 Radio signal transmission
Pl 15 Input and output devices
Pl 16 Electronic instruments

Digital Electronics

Pd 1 Digital logic electronics
Pd 2 Converting to other bases
Pd 3 Adding/subtracting in other bases
Pd 4 Digital system codes
Pd 5 Boolean algebra in digital systems
Pd 6 Laws of Boolean algebra
Pd 7 Practice with Boolean algebra
Pd 8 Understanding Boolean algebra
Pd 9 Operations with logic functions
Pd 10 The digital computer lab
Pd 11 Using logic gates
Pd 12 Circuits: comparators and detectors
Pd 13 Adders and decoders
Pd 14 The seven-segment readout
Pd 15 Semicon, memory cells - flip-flops
Pd 16 TTL integrated circuits

Basic Electricity

Pe 1 Electrical properties
Pe 2 Electric power, current, voltage
Pe 3 Batteries and direct current
Pe 4 The color code of resistors
Pe 5 Ohm's Law: how to use it
Pe 6 Series-Parallel Circuits: Kirchhoff's Laws
Pe 7 Alalysis of series-parallel circuits
Pe 8 Bridge circuits and divider networks
Pe 9 Magnetism and electromagnets
Pe 10 Alternators and alternating current
Pe 11 Alternating current analysis
Pe 12 Inductance and inductors
Pe 13 Inductive reactance
Pe 14 Capacitors and capacitance
Pe 15 Capacitive reactance
Pe 16 Analyzing reactive circuits

SCIENCE & TECHNOLOGY (continued)

Physics[C]

Ph 1 Force and motion
Ph 2 Motion, gravity, and energy
Ph 3 Dynamics and gyroscopes
Ph 4 Certain properties of matter
Ph 5 Matter and energy
Ph 6 Sound
Ph 7 Light and optics
Ph 8 Properties of wave motion
Ph 9 Electromagnetic waves
Ph 10 Electrons and electricity
Ph 11 Electromagnetism; AC voltage
Ph 12 Solid state physics; electronics
Ph 13 The elements and their atoms
Ph 14 Atomic and nuclear physics
Ph 15 Using nuclear physics
Ph 16 Theory of relativity

Basic Army Skills

Ar 1 Organization of tactical units
Ar 2 Major branches of the service
Ar 3 Leadership Traits
Ar 4 Military Leadership
Ar 5 Army Drill
Ar 6 Drill Terms
Ar 7 Drill Procedures
Ar 8 Importance of inspection, cleaning
Ar 9 Military Maps. Meaning of Symbols
Ar 10 Map Locations. Using grid system
Ar 11 Phonetic Alphabet
Ar 12 Communications
Ar 13 Health Care. Daily hygiene
Ar 14 First Aid. Heimlich maneuver, etc.
Ar 15 Marksmanship
Ar 16 NBC Defense. Effects of nuclear blast

First Aid and Safety

Fa 1 The basic rules of safety
Fa 2 Handling equipment safely
Fa 3 Preventing equipment accidents
Fa 4 Recognition of coronary attacks
Fa 5 Care of coronary victims
Fa 6 Recognition of epileptic seizures
Fa 7 Diabetic emergencies
Fa 8 Prevention and care of electrical shock
Fa 9 Handling of fractured bones
Fa 10 Care of minor cuts
Fa 11 Care of serious cuts and wounds
Fa 12 Head, eye, and ear injuries
Fa 13 Moving injured persons
Fa 14 Chemical burns
Fa 15 Frostbite and cold injuries
Fa 16 Rescue breathing

Economics[III]

Ec 1 What is economics?
Ec 2 Pure capitalism - a theory
Ec 3 Mixed capitalism in the U.S.
Ec 4 Government: expenditures
Ec 5 Microeconomics: a company
Ec 6 The distribution of wealth
Ec 7 GNP, inflation and recession
Ec 8 Labor and unions
Ec 9 Public welfare and poverty
Ec 10 Theory of income/employment
Ec 11 Government and the economy
Ec 12 Money and banks
Ec 13 Money and growth
Ec 14 Problems of growth
Ec 15 Law of supply and demand
Ec 16 Production costs

Principles of Accounting

Pa 1 Assets, liabilities and equity
Pa 2 Double entry accounting
Pa 3 The journal and the ledger
Pa 4 The income statement and the balance sheet
Pa 5 Simple business accounting
Pa 6 Service business accounting
Pa 7 Accrual accounting in retail firms
Pa 8 The cash accounts
Pa 9 Payroll accounting
Pa 10 Purchases and sales
Pa 11 Notes and interest
Pa 12 Inventory and expenses
Pa 13 Fixed assets
Pa 14 Proprietors, partners and corporations
Pa 15 Yearend accounting
Pa 16 Computers and accounting

Business Communications

Bu 1 Basic psychology for businesspeople
Bu 2 Oral communications
Bu 3 Courtesy in communications
Bu 4 Developing an effective writing style
Bu 5 Eliminating common writing faults
Bu 6 The format of business communications
Bu 7 Patterning comm. according to purpose
Bu 8 Sales communications
Bu 9 Letters about routine/pleasant subjects
Bu 10 Comm. about unpleasant subjects
Bu 11 Writing collection letters
Bu 12 Communications about employment
Bu 13 Internal communications
Bu 14 Planning the report
Bu 15 Illustrating the report
Bu 16 Writing the business report

Supervisory Practices

Su 1 Introduction to supervision
Su 2 Factors affecting supervisor's job
Su 3 Leadership styles
Su 4 Planning and organizing work
Su 5 Giving orders; directing processes
Su 6 Supervisory decision-making
Su 7 Understanding individual employee
Su 8 Improving performance-motivation
Su 9 Employee discipline
Su 10 Communications
Su 11 Evaluating employee performance
Su 12 Handling complaints, grievances
Su 13 Compensating employees
Su 14 Selecting new employees
Su 15 The supervisor and the union
Su 16 Supervisor of the future-EEO, OSHA

[C] Also available for TRS 80 Color Computer
[III] Also for TRS I/III (no audio)

SELF-DEVELOPMENT

These programs are for those who wish to continue their education on a self-help basis. Each program thoroughly discusses the subject and gives exercises that will allow the student to gain a clear understanding of each concept.

Basic Psychology

Ps 1	General psychology
Ps 2	Heredity and maturity
Ps 3	Sensory processes and vision
Ps 4	Other senses and the nervous system
Ps 5	Sensory perception
Ps 6	Prin. of learning and conditioning
Ps 7	Operant cond.; instrumental learning
Ps 8	Human learning
Ps 9	How to learn and remember
Ps 10	Measurement of responses
Ps 11	Psychological testing
Ps 12	Emotional develop. and expression
Ps 13	Personality
Ps 14	Behavior disorders
Ps 15	Psychotherapy and mental health
Ps 16	Industrial and applied psychology

Philosophy

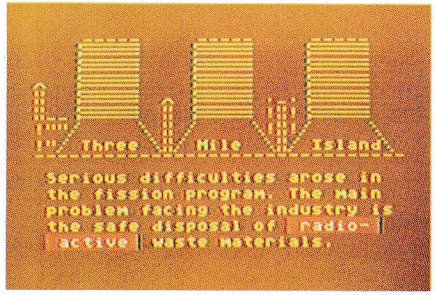
Py 1	What is philosophy?
Py 2	Socrates, Plato, and Aristotle
Py 3	Religious and Renaissance philosophy
Py 4	The modern philosophers
Py 5	Political philosophy
Py 6	More political philosophy
Py 7	Epistemology
Py 8	Economic philosophy
Py 9	Logic
Py 10	Philosophy of science
Py 11	Metaphysics
Py 12	Classical ethics
Py 13	Modern ethics
Py 14	Philosophy of religion
Py 15	Contemporary philosophy
Py 16	Futurism

Basic Sociology

So 1	Sociology as a science
So 2	Social organization
So 3	Process of sociology
So 4	Culture and society
So 5	Marriage and family
So 6	Personality, society and culture
So 7	Social control and social deviation
So 8	Groups, associations and social inst.
So 9	Social stratification
So 10	Social mobility
So 11	Social power
So 12	Race and ethnic relations
So 13	Collective behavior
So 14	The population explosion
So 15	Urbanization
So 16	Social and cultural change

Effective Writing[C]

Ew 1	Learn to write effectively
Ew 2	Logic in writing
Ew 3	Effective sentences
Ew 4	Errors in complex sentences
Ew 5	Developing paragraphs
Ew 6	Diction
Ew 7	Diction - choice of words
Ew 8	Common errors in diction
Ew 9	The parts of speech
Ew 10	Phrases and clauses
Ew 11	Verbs and pronoun inflections
Ew 12	Punctuation
Ew 13	Capitalization and hyphens
Ew 14	Spelling and mechanics
Ew 15	Writing effective letters
Ew 16	Writing reports and papers


Three Mile Island
Serious difficulties arose in the fission program. The main problem facing the industry is the safe disposal of radio-active waste materials.

All Programs Feature Full Time Audio Voice Narration.

Counseling Procedures

Co 1	The counselor
Co 2	The counselee
Co 3	Goals
Co 4	Cognitive counseling theories
Co 5	Affective counseling theories
Co 6	The first meeting
Co 7	Counseling techniques
Co 8	Counseling techniques, cont.
Co 9	Communications
Co 10	Education and training counseling
Co 11	Employee counseling
Co 12	Employee counseling interviews
Co 13	Career counseling
Co 14	Group counseling
Co 15	Testing
Co 16	Evaluation of counseling

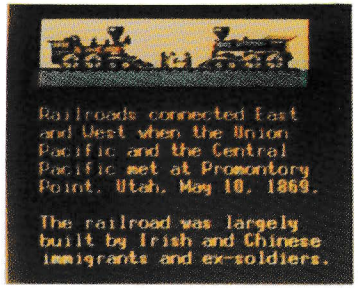
SOCIAL STUDIES

These carefully researched and clearly organized introductory programs cover the whole spectrum of the Social Sciences—from Economics to History via Sociology, Psychology and Philosophy.

United States History[III (c)]

(A Reading Skills Course)

Hs 1	The age of exploration
Hs 2	The Colonial Period
Hs 3	Unrest in the colonies
Hs 4	The American Revolution
Hs 5	Confederation to Constitution
Hs 6	Building the country
Hs 7	Division among the states
Hs 8	War between the States
Hs 9	The Reconstruction Era
Hs 10	Settling the West
Hs 11	The Gilded Age
Hs 12	American imperialism
Hs 13	The First World War
Hs 14	The New Deal
Hs 15	World War II
Hs 16	Man reaches the moon

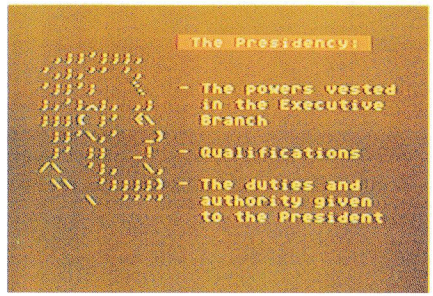

Railroads connected East and West when the Union Pacific and the Central Pacific met at Promontory Point, Utah, May 10, 1869.
The railroad was largely built by Irish and Chinese immigrants and ex-soldiers.

All Programs Feature Full Time Audio Voice Narration.

United States Government

(A Reading Skills Course)

Gv 1	A Constitution is born
Gv 2	The making of the Constitution
Gv 3	A Constitution grows: amending
Gv 4	Voting: the will of the people
Gv 5	The two-party system
Gv 6	The legislative branch
Gv 7	The judicial branch
Gv 8	The presidency
Gv 9	The president's cabinet
Gv 10	Taxes: how we pay for government
Gv 11	Organ./oper. of city government
Gv 12	Organ./oper. of small local governments
Gv 13	Obj./organ. of state government
Gv 14	Basic principles of U.S. government
Gv 15	U.S. government/international affairs
Gv 16	Naturalization: citizenship


The Presidency:
- The powers vested in the Executive Branch
- Qualifications
- The duties and authority given to the President

World History

(A Reading Skills Course)

Hw 1	Prehistoric man/first civilizations
Hw 2	Egypt/later civilizations of Near East
Hw 3	The Greek Age (Hellenic civilization)
Hw 4	Roman Empire/Christianity
Hw 5	The Byzantine Empire
Hw 6	The rise of feudal Europe
Hw 7	The Middle Ages
Hw 8	The Renaissance: Europe expands
Hw 9	The European Reformation
Hw 10	French monarchy/intellectual devel.
Hw 11	The French Revolution
Hw 12	The Industrial Revolution
Hw 13	European national trends
Hw 14	Imperialism and World War I
Hw 15	World War II and the Cold War
Hw 16	World history as a current event

In addition to the series described in this catalog, we have 64 programs on building basic skills needed by the military: Army Reading, Army Math, and Army Phonics. We also offer series on Meat Technology and Meat Processing, as well as Uu, an additional vocabulary series. A 16-program series on Energy and the Environment will be available soon.

[C] Also available for TRS 80 Color Computer

[III] Also for TRS I/III (no audio)